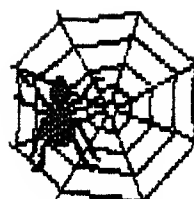


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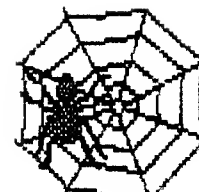
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 c/o 203 Devon Ct
 FWB, FL 32547-3110
<http://hometown.aol.com/prbolduc/boris/borishome.htm>



VOLUME VIII, #33

BORIS THE SPIDER

A Journal of Duplicious Doings,
 Raw Power, and Naked Greed
 Bob, what a tangled web we weave
 when first we practice treachery
 The Madam Bolduc Press



6 Sep 06

(#253)

DUNE To Start!

We have a minimum quorum of K Wilson, B. Martin, Dave Anderson, and C. Nichols to start a game and take that space on p 15; could use a few others. These worthies should send faction and any optional rule druthers. See House Rules on p 13 or References 1 & 2.

We also have some anxious folks wanting to start new PUERTO RICO and 18xx games, so sign up for those soonest if you're interested. I actually thought "Artemis Gordon" should've ended last month and "Memory is Fickle" this month the way they were going but vacation trips seem to spoiled that dream.

IMMEDIATE GAME OPENINGS:

DUNE: Gamestart! Ix, Landsraad, BT and the original six available (Reference 1).

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "The worst walls are never the ones you find in your way. The worst walls are the ones you put there -- you build yourself. These are the high ones, the thick ones, the ones with no doors in. -- Ursula K. LeGuin"

NEW ON THE WEBSITES: Added links to a few RAIL BARON variants. Fixed some typos in the files describing the DUNE Treachery cards and pbm system.

PICTURE OF THE MONTH: Old Christmas picture of Jim "Flip" Fryling and family.

BOOS & KUDOS

The Madame Bolduc Press Excellence Award goes this month to Rick Copeland for his Press in "Wide Open Spaces".

This month's Ms Nar Super-Sudsy Bomb is lobbed at Peter Boyum for double NMRs.

REFERENCES:

1. <http://hometown.aol.com/prbolduc/boris/variants/vindex.html#DUNE>
2. <http://hometown.aol.com/prbolduc/boris/hrules/DuneHR.html>

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is 1800 CDT 6 OCT 06



**Hapsburgs Ascend in France!!
Kaiser's Countercoup Succeeds!
Fall 1906**

**XVIII
2005F**

CLIFFHOME: With the collapse of the French Republic and restoration of the monarchy, Austrian Emperor-in-exile Karel, although 253rd in line for the throne, was the highest ranked noble willing to take the job. Meanwhile, Kaiser Tim has survived a weeklong coup to retake his throne. The Turks are quietly moving northwest, meeting no resistance.

TROOP MOVEMENT

ENGLAND (Anderson): [F Nth-Den], F Yor-Lon, F Cly-Lpl;

FRANCE (Nichols): [A Par-Bur], [F Pic-Bre];

GERMANY (Haffey): [A Hol-Bel], [A Bel-Pic], A Mar H, [A Bur S A Bel-Pic], [F Swe-Den], [F Ber-Kie], A Mun-Trl, [F Kie-Hol];

ITALY (Copeland): [F Wes-Mid], F Spa(sc) H, [F Mid-Bre], A Trl H, A Ven S A Tri, F Ion H, F Tyn S F Ion;

RUSSIA (R. Fisher): [A Mos S A Ukr-War], [F Nwy-Nth], A Ukr-War, F NAT-Cly;

TURKEY (Shacklett): A Vie-Boh, A Gal S A Rum-Ukr, F Gre H, A Bud-Vie, F Aeg H, A Rum-Ukr, A Ser-Bud, [A Sev-Mos], [F Bla-Sev], A Bul-Ser.

Orders in brackets fail; amb = ambiguous, NBR = no build received, NMR = no move received, NRR = no retreat received, nso = not so ordered, nsu = no such unit, otb = off the board, otm = on the move, r-??? = retreats somewhere.

SUPPLY CENTERS:

ENG: Edi Lon Lpl	(3) Even
FRA: Bre Par	(2) Even
GER: Ber Kie Mun Den Hol Bel Mar Swe	(8) Even
ITA: Nap Rom Ver Tun Por Spa Tri	(7) Even
RUS: Mos StP War Nwy	(4) Even
TUR: Ank Con Siny Bul Sev Rum Gre Bud Ser Vie	(10) Even

Due next are orders for Spring 1907 and Press. Ms Nar loves Press. See website for transcript and current map.

EMBASSY BEAT

Italy to ALL---Gentlemen, I have been conducting my feeble attempts at diplomacy this turn thinking that this was a spring move. Sorry about that. I'm not making any of those promised or threatened moves until next spring turn, so don't think I'm stabbing you.---I was just confused.



**COLONIAL DIPLOMACY
"Wide Open Spaces"
Sultan Deposed!
1904**

**2003I
ea07**

MIRKWOOD: Rumors from Constantinople have been confirmed. Sultan Ali Pete has been deposed and Ali Martin rules now. Whether Ali Pete was deposed by the traditional strangling with a silk cord or is merely on the lam and may eventually be restored to the Sublime Porte is yet unknown. Meanwhile, China and France duke it out on their mutual border. Japan and Russia quietly redeploy forces, while the last British army tightens its belts as a Turkish fleet steams to cut off its sole supply source.

TROOP MOVEMENT.

Chinese A U.BUR retreats to YUN.

BRITAIN (Nichols): [A Nag-Bom]

CHINA (Paulson): A Chu-Can, A Nan S A Chu-Can, [A May-Ran](d), [A Ben S A Ass-U.Bur], A Kam-Tib, A Ass-U.Bur, A Yun S A Ass-U.Bur, A Mac S A Sha, A Sha S A Mac, A Pek S A Mac;

FRANCE (G. Wilson): [A U.Bur S A N.Siam-May](d), A Ran S A N.Siam-May, [F Can S F Ton-SCS](d), [F Ton-SCS], A N.Siam-May, [A Ann-Ton], A Cam-N.Siam;

HOLLAND (Anderson): A Mal H, F Cebu-Sulu.S, F WIO S F Mad-Mys, F LS-SCS, F Cey S F WIO, F For S F LS-SCS, [F BoB-Ben], F MPS F For, F GoM-Hyd, F GoS S F LS-SCS, [F Mad-Mys], F SIO-EIO;

JAPAN (K. Wilson): F SoJ C A Fus-Kyo, A P.Art H, F UP S F Kyu-ECS, A Via H, F HK S F ECS-SCS, F YS S F UP, A Fus-Kyo, A Seo S A Via, F ECS-SCS, F Kyu-ECS;

RUSSIA (Copeland): A Mos-Bok, A Del-Luc, A Tas-Afg, A Irk A A Mon, A Mon S CHI A Mac, A Kra S-TSR-Mos, A Akm-Tas.

TURKEY (Burgdorf): A Raj S A Pun-Del, A Pun-Del, F Som-Eri, F GoA S F Oman-Ara.S, [F Bom S F Ara.S-Mys], [F Oman-Ara.S], [F Ara.S-Mys], F Kar S A Raj.

Orders in brackets fail; d= destroyed, imp = impossible, NBR = no build received, NMR = no move received, nso = not so ordered, otb = off the board, otm = on the move, r-??? = must retreat somewhere, u = unordered.

Supply Center Chart: (16 wins)

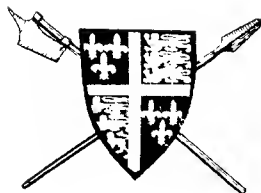
BRI: Sud	(1) Even
CHI: Pek Sha Sik Ass Kam Kag Chu U.Bur Ben Mac +Can	(11) Build 2
FRA: Ann Coc Ton Ban Ran -For -Can May	(6) Build 1
HOL: Bor Java Sum New Sar Dav Sin Ceb Mal Mna Cey Mad +For	(13) Build 1
JAP: Kyo Kyu Ota Tok Fus Sak Seo Via HK P.Art	(10) Even
RUS: Mos Ode Aden Tas Omsk Mon -Del	(6) Tear 1
TUR: Ang Bag Con Per Rum Tab Shi Egy Kar Bom +Del	(11) Build 3

Due next time are retreats/builds/tears and orders for 1906. And press; Ms Nar craves press. See website for transcript and current map.

EMBASSY BEAT

Japan to Russia: You can be assured the honorable, loyal liberators of Vladivostok are aware of the change in leadership now. However, that doesn't mean they plan to end their heroic efforts to bring peace and prosperity to the residents of Vladivostok and other areas on the mainland.

Russia to Japan---A case of silver spoons? A CASE OF SILVER SPOONS!?!?! You imprison, torture and then execute the Czar's personal envoy and his entire entourage and by way of apology you send us a case of silver spoons!!!!!! This is an outrage!! The Czar is beside himself with apoplexy! Perhaps we will melt the spoons into silver bullets to fire into your black heart when we take Tokyo.



KINGMAKER

"King of Pain"
TURNS 18-19

KOP

The Cast:

THE MAD HUNGARIANS (Dowrey): Fitzalan [30], Warden of the Northern Marches [(1)50], Stanley (50), Event cards (1), Crown Cards (6).

THE CALIFORNIA CONNECTION (Scott): Pole [30], Chancellor of England [50], Scrope [10], Earl of Wiltshire [30], Chancellor of Cornwall [(1)50], Swansea [(20)], Leicester [(20)], Holland [20], Duke of York [30], Scots Archers [20], Courtenay [30], Admiral of England [50], Event cards (1), Crown Cards (6).

KNIGHTS OF THE PRIVY POT (Deh Anderson): Mowbray [50], Treasurer of England [50] *Le Swan*, Lancaster [(20)], Hastings [10], 2 Flemish Crossbowmen [20], Bishop of Carlisle [(30)], Burgundian Crossbowmen [30], Cromwell [10], Earl of Kent [30], Constable of London [(2)50], Percy [100], Lieutenant of Ireland [(2)50], Archbishop of York [(30)], Bishop of Durham [(30)], Burgundian Crossbowmen [30], Carlsbrooke, Northampton [(20)], Calais, Event cards (2), Crown Cards (5).

THE STAFFORDSHIRE QUARTERSTAFFS (Shacklett): Stafford [30], Chamberlain of Chester [(2)50], Nottingham [(20)], Neville [50], Scots Archers [20], Company of Saxons [20], Audley [10], Roos [10], Herbert [10], Talbot [30], Event cards (2), Crown Cards (3).

WESTERN FRONT (Martin): Howard [10], Duke of Exeter [20], Archbishop of Canterbury, Bristol [(30)], Coventry [(20)], Clifford [10], Earl of Worcester [30], Captain of Calais [(3)50], Bishop of Lincoln: Gray [20], Berkeley [10], Newcastle [(20)], Event cards (3), Crown Cards (2).

TURN 18 (cont): All of SQ goes with Talbot to Ludlow. Percy went to Durham.

MOVEMENT:

SQ: All Ludlow-H-H-Hh.

MH: Activate Bouchier @ Pleshy-Fl-Rochester. *Le Lucas* holds at Rochester. Stanley, Fitzalan-Gh-Cardiff.

TCC: *Le Christopher* @ Cardiff-S14-S16-S20-S24-S30. *Le Margarete* @ Continent holds. Activate *Le Rose* (Pole) @ Plymouth-S2-S1-S15-S16-Milford Haven. Troops hold.

WF: Clifford Lincoln-KK-J1-J2-Hn. Howard Canterbury-Ei-Eg-Ef-Ee-Di. Berkeley and Grey board *Le Michael*. *Le Michael* Continent-S12-S11-S10 Isle of Carlsbrooke, unloads.

KPP: Hastings Carlisle-Qf-Qh-Qi-Raby-Pn; Percy Durham-Pn; Mowbray Framlingham-Thetford-Js-Jp-Jn-Grantham. *Le Nicholas* S10-S4-S3-S2-S1; *Le Swan* S1-S2-S3-S4-S10-Carlsbrooke.

COMBAT: TCC concludes siege of Lancaster, using Pole 80 + Scrope 90 - Duke of York 30 = 200 str (#71, plague at Bristol, Stafford, Fitzalan, Percy killed = n/e); Mowbray surrender Lancaster card to _____. Cromwell (90) vs Berkeley & Grey (30) at Carlsbrooke (#23, Parliament 3-1 victory, Roos, Bouchier). Berkeley, Gray & Eddie of March executed, *Le Michael* interned.

CROWN CARDS: TCC and WF get a card KPP will get next available.

TURN 19

EVENT CARDS:

MH: #53, Peasant Revolt: Stafford to Leeds, Archbishop (Howard) to Canterbury, Marshal (n/e) to Black Heath.

TCC: #50, Peasant Revolt: Earl of Kent (Cromwell) to Rochester, Constable of Dover (n/e) to Dover, Marshal (n/e) to Black Heath.

KPP: #66, French Raid: Admiral (Courtenay) and Warden (n/e) to Rye with two ships.

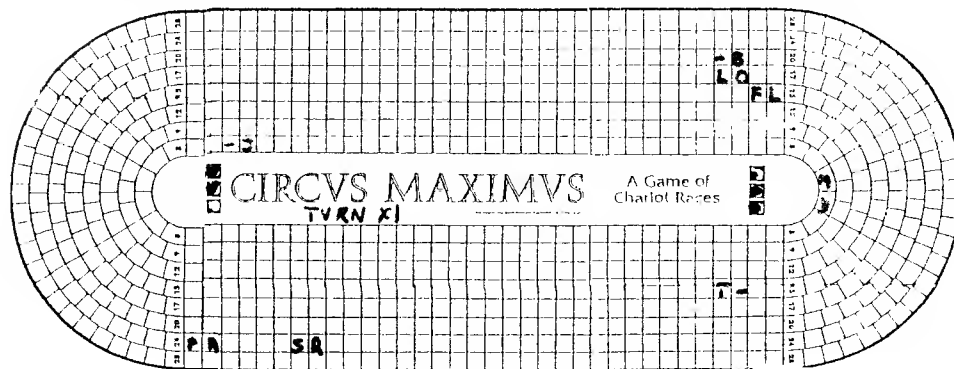
SQ: #95, Defeatism Rife (dr = 3, so endures 2 turns). May only move while active.

WF: #137, War in Europe: Mercenaries go home; Marshal (n/e), Admiral (Courtenay) and Captain of Calais (Clifford) to Continent.

NOBLES: Audley, Herbert, Neville, Roos, Stafford, Talbot @ Hh*; Cromwell in Rochester; Clifford & Courtenay on Continent; Duke of York, Holland, Pole, Scrope @ Lancaster*; Fitzalan & Stanley @ Cardiff; Hastings & Percy @ Pn; Howard in Canterbury; Mowbray in Framlingham; Stafford in Leeds.

SHIPS: *Le Christopher* in S30, *Le Margarete* @ Continent, *Le Swan* @ Carlsbrooke, *Le Lucas* @ Rochester, *Le Michael* interned @ Carlsbrooke; *Le Nicholas* @ S1.

HEIRS: Reds: King Henry at Pn w/ Percy, Margaret & Edward of Wales in Beaumaris; Artie w/ Fitzalan @ Cardiff. Whites: Richard of York in Mh w/ Holland & Pole, Edward of March @ Carlsbrooke, George in Leeds w/ Stafford; Richard of Gloucester, Edmund of Rutland, Edward of March (SCEP).



BETS ARE DOWN

Coronus bets 3700 s on both Sprinticus and Fastus. Zieske bets 2500 s on Luke Outtus, 1500 s on Sprinticus, 1000 s on Fastus. Andersonus bets 4200 s on SR and 4300 s on Fastus

TURN XI:

Odds	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
3-1	White	Trickster (+2/9)	L	Y	0/0	1332	29	11	1/1
5-1	Aqua	Mellito Domi Adsum (+2/8)	M	Y	0/3	3431	26	13	1/1
7-1	Green	Benjos (0/6)	H	Y	0/0	6431	37	14	2/1
7-1	Red	Fastus Maximus (+2/10)	L	Y	0/0	7536	13	23	2/2
9-1	Yellow	Josephis (+2/9)	L	Y	0/0	6335	19	19	2/1
9-1	Blue	Sprinticus Rex (+2/8)	L	Y	0/0	7536	08	23	2/2
22-1	Purple	Luke Outtus (1/7)	M	Y	0/0	5435	31	18	2/1
39-1	Orange	Flippus Maximus (+2/10)	H	Y	0/0	5322	19	14	2/1

Sprinticus Rex: 23, no whip. Ahead 23.

Flippus Max: 14, no whip. Ahead 4, attack Luke cart-horse (7+2 vs 10+1, LO brakes -2 END), ahead 9.

Josephis: 19, whip (4, -4 END). Ahead 23.

Trickster: 11, no whip. Ahead 11.

Fastus Max: 23, no whip. Ahead 23.

Luke Outtus: 16, no whip. Cornerstrain at 4-over (12-1 = SS -4 END), ahead 16

Mellito Domi Adsum: 7, no whip. Ahead 5, in 1.

Benjos: 14, whip (6, -6 END). Cornerstrain at 5-over (9 = S -5 END), ahead 19, out 1.

Odds	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
3-1	White	Trickster (+2/9)	L	Y	0/0	1332	29	11	1/1
5-1	Aqua	Mellito Domi Adsum (+2/8)	M	Y	0/3	3431	26	13	2/1
7-1	Green	Benjos (0/6)	H	Y	0/0	6431	26	14	2/1
7-1	Red	Fastus Maximus (+2/10)	L	Y	0/0	7536	13	23	2/2
9-1	Yellow	Josephis (+2/9)	L	Y	0/0	6335	15	19	2/1
9-1	Blue	Sprinticus Rex (+2/8)	L	Y	0/0	7536	08	23	2/2
22-1	Purple	Luke Outtus (1/7)	M	Y	0/0	5435	25	18	2/1
39-1	Orange	Flippus Maximus (+2/10)	H	Y	0/0	5322	19	14	2/1

This month's orders for Benjos were provided by Cary Nichols who is now the player of record.

Game transcript and map are on the website.



MAHARAJA

Wayne not NMR!

Turn 14



THE CAST:

Rudy Zodda: Green
Paul Bauretti: Yellow

Dave Anderson: Purple
Wayne Morrison: Blue

BOARD:

Pandyas (1.5): 1A @ Gokonda.
Marathas (2): 3A @ Andhra; 2A @ Maharashtra, Mysore; 1A @ Kerala.
Cholas (x): 1A @ Malabar, Arms.
Sinhalese (0): 2A @ Lanka, Sinhala; 1A @ Karnatak.
Sikhs (1): 1A @ Kashmir.
Rajputs (0.5): 3A @ Delhi; 1A @ Assam, Orissa.
Muslims (2.5): 2A @ Bidar, Gondwana; 1A @ Berar.
Mughals (0): 3A @ Malwa; 2A @ Alangir @ Bengal; 1A @ Arms @ Lahore; 1A @ Baluchistan, Bihar, Bundelkhand, Gandhara, Jaunpur, Magadha, Oudh, Punjab, Rajputana, Sind. Nizan @ ???
Portuguese: 1A @ Gujarat; 1A @ Khandesh; 1F @ Sind.
Dutch: 1A @ Indian O; F @ Karnatak.
French: 2A @ BoB, Indian O; F @ Andhra; Duplex @ ???
British: 4A @ Indian O; 2A @ Arabian, Bijapur, BoB; F @ Bijapur, Malabar
Allied: Cholas (P), Rajputs (A).

Score: Purple 72, Yellow 58, Blue 54, Green 48.

TURN 14:

Muslims (2.5): Leader dies. Grow 1.5 pp. Add 1A @ Gondwana. 2A Gondwana-Magadha (6.5.5 -1 Mughal, -1 Muslim).

Mughals (0): Alamgir dies. Grow 12 pp. Place 1A @ _____ & _____ and Nizan @ _____

BOARD:

Pandyas (1.5): 1A @ Gokonda.
Marathas (2): 3A @ Andhra; 2A @ Maharashtra, Mysore; 1A @ Kerala.
Cholas (x): 1A @ Malabar, Arms.
Sinhalese (0): 2A @ Lanka, Sinhala; 1A @ Karnatak.
Sikhs (1): 1A @ Kashmir.
Rajputs (0.5): 3A @ Delhi; 1A @ Assam, Orissa.
Muslims (1): 2A @ Bidar, 1A @ Berar, Gondwana, Magadha.
Mughals (0): 3A @ Malwa; 2A @ Bengal; 1A @ Arms @ Lahore; 1A @ Baluchistan, Bihar, Bundelkhand, Gandhara, Jaunpur, Oudh, Punjab, Rajputana, Sind. Nizan @ ???
Portuguese: 1A @ Gujarat; 1A @ Khandesh; 1F @ Sind.
Dutch: 1A @ Indian O; F @ Karnatak.
French: 2A @ BoB, Indian O; F @ Andhra; Duplex @ ???
British: 4A @ Indian O; 2A @ Arabian, Bijapur, BoB; F @ Bijapur, Malabar
Allied: Cholas (P), Rajputs (A).

Score: Purple 72, Yellow 58, Blue 54, Green 48.

LEGEND: A = Army, F = factory, L = leader, P = population marker, pp = population points, r-??? = retreats-???, w-??? = withdraws-???

Game transcript and map are posted on the website



BRITAINIA

"Frisian"

Turn XIII

The Cast: Nations in Italics are extinct, in parentheses are not yet in play.

A (Hannah): *Romans*, *R-Bs*, Norsemen, (Norwegians)

B (Anderson): Welsh, *Jutes*, (Normans)

C (Buttita): Brigantes, Caledonians, Danes

D (Boym): Picts, *Irish*, Angles

E (Frueh): *Belgae*, *Scots*, Saxons, Dubliners

Turn XIII

Board:

Welsh (B, 2): 3A @ Powys; 2A @ Dyfed; 1A @ Clwyd, Cornwall, Devon, Gwent, Gwynedd.

Brigantes (C, 0): 4A @ Strathclyde; 2A @ Galloway.

Picts (D, 2.5): 2A @ Alban, Mar, Moray, Skye.

Caledonians (C, 2): 2A @ Caithness.

Norsemen (A, 2.5): 3A @ Dalriada; 1A @ Hebrides, Orkneys.

Dubliners (E): 3A @ York; 1A @ Cheshire, Cumbria.

Danes (C): 2A @ North; 1A @ Suffolk.

Saxons (E, 1.5): Alfred, 3A @ N Mercia; 2A @ Essex; 1A @ Avalon, Ilwice, Lindsey, Norfolk, S Mercia, Sussex, Wessex. Edgar @ ???

Angles (D, 2.5): 2A @ Dunedin, Pennines.

Danes (0): Grow 1 pp. 2A North-Frisian-Norfolk (6,1:5 -1 Dane, -1 Saxon).

Saxons (1.5): Alfred retires. Grow 7.5 pp. Place Edgar @ N Mercia and 1A @ Lindsey, S Mercia & Essex. 1A N Mercia-March, 2A Lindsey-Norfolk (5,2:6 -1 Dane, 1 Saxon), 1A N Mercia-Lindsey, Edgar N Mercia-Suffolk, 1A S Mercia-Suffolk, 1A Essex-Suffolk (6+1,1:6 -1 Dane, 1 Saxon), 1A Essex-Kent.

Angles (D, 2.5): Grow 1.5. Add 1A @ _____. (Overpopulated)

SCORE: C(63), C(62.5), A(51), D(47), B(34)

Board:

Welsh (B, 2): 3A @ Powys; 2A @ Dyfed; 1A @ Clwyd, Cornwall, Devon, Gwent, Gwynedd.

Brigantes (C, 0): 4A @ Strathclyde; 2A @ Galloway.

Picts (D, 2.5): 2A @ Alban, Mar, Moray, Skye.

Caledonians (C, 2): 2A @ Caithness.

Norsemen (A, 2.5): 3A @ Dalriada; 1A @ Hebrides, Orkneys.

Dubliners (E): 3A @ York; 1A @ Cheshire, Cumbria.

Danes (C, 1): None.

Saxons (E, 0): 1A Edgar @ Suffolk; 1A @ Avalon, Essex, Hwicce, Kent, Lindsey, March, N Mercia, Norfolk, S Mercia, Sussex, Wessex.

Angles (D, 2.5): 2A @ Dunedin, Pennines.

Legend: A = infantry army, C = cavalry army, F = fort, L = legion or leader, pp = population point, R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, (*) = in melee, _#_ = attack by/against cav/legion

Game transcript and current map can found on the website.



BLACKBEARD

Turns 102-104



THE CAST:

1. (Barrett) Portugues: Sloop
2. (Zodda) Davis: Sloop
3. (Bargender) Taylor: Sloop
4. (Martin) Rackham: Schooner.

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cun	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	G19a	+3	4	35	(2/3)	1	282	--	--	--	FSN
2	Davis	Sloop	M14	+3	6	14	5	3	674	--	--	--	NP
4	Rackham	Scnr	D171	-2	5	0	2	7	0	--	--	--	--
4	Rhett	KC	O16	5	13								
3	Taylor	Sloop	P11	+3	6	0	3	3	0	45	--	--	--
4	Ogle	KC	Box1	3	3sc	--	crippled						
2	Maynard	KC	Box1	4	14								
3	Herdman	KC	Box1	3	15								

The Board:

Guvs: Pro: 35, 46, 53, 31, 41
 Merchants: 21, 61, 61, 45, O15, O15(B5), 23, 52, 16, 36, 54, 15, 21, 21, 33, 21, 21
 Warships: G19, 36
 Out-of-Play Pirates: Teach (#3)

Anti: 23, 24, 54, 64

Destroyed Port: 14, 32

Letter of Marque: PFB

Turn	Player	Action	Draw
102	3	JT attacks S7 @ 15: 6+3+4-7 > DR ¹² = 5; 300d. hostage 1+7+3 < 10 Y 51,13,32 HP = 14. JT declares D&R +1 to Unr	56
103	4	Careens dr ¹ = +3 spd Move warship G19-J16	65
104	1		15

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cun	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	G19a	+3	4	35	(2/3)	1	282	--	--	--	FSN
2	Davis	Sloop	M14	+3	6	14	5	3	674	--	--	--	NP
4	Rackham	Scnr	D171	+1	5	0	2	7	0	--	--	--	--
4	Rhett	KC	O16	5	13								
3	Taylor	Sloop	P11D&R+3	6	0	3		4	0	45	300	1(14)	S
4	Ogle	KC	Box1	3	3sc	--	crippled						
2	Maynard	KC	Box1	4	14								
3	Herdman	KC	Box1	3	15								

The Board:

Guvs: Pro: 35, 46, 53, 31, 41
 Merchants: 21, 61, 61, 45, O15, O15(B5), 23, 52, 16, 36, 54, 21, 21, 33, 21, 21
 Warships: J16, 36
 Out-of-Play Pirates: Teach (#3)

Anti: 23, 24, 54, 64

Destroyed Port: 14, 32

Letter of Marque: PFB



JUNTA

Coup Attempt!
Year 8



THE CAST: (and Table order)

Rick Copeland (Martini)
 Chuck Hanna (Shades)
 Wayne Morrison (Mustache)

Dave Anderson (Hat)
 John Buttitta (Stickpin)

Coup

ROUND 1: *El Presidente* commands the Presidential Guards to move to University City. Stickpin moves 1st Brd to S River Suburb. *El Presidente's* brother-in-law Ricardo lands the Marine in the S River Suburb. Martini moves 2nd Brigade to the SW Middle class area. Hat moves 3rd Brd to N Middle Class Neighborhood.

COMBAT: Gunboat vs 2nd Brigade (1,4,4 = 0 hits). Airstrike on the Palace Guards in University City (1,2,3,5,5,6 = 1 hit).

ROUND 2: Stickpin moves 1st Brd to Tracks. Brother-in-Law chops Marines to Stickpin. Martini moves 2 Brd to N Middleclass Neighborhood. Hat moves 3rd Brd into University City. Shades moves Prez Gds back to the Palace.

COMBAT: Gunboat vs 3rd Brd (2,4,6) = 1 hit). Airstrike on the 1st Brd (1,2,5,6,6,6 = 3 hits).

ROUND 3: Martini moves 2nd Brd to Cathedral area. Hat moves 3rd Brigade to Presidential Palace. Shades has nothing to move. Stickpin moves 1st Brd to Market, retains Marines. Bro-in-Law can do nothing.

COMBAT: Gunboat vs 3rd Brd (1,5,6 = 1 hit). No airstrike. Palace Gds (1,2,3,5,5,6 = 1 hit) get first fire at double rate vs 3rd Brd (4,4,4 = 0 hits).

ROUND 4: Bro-in-Law ...

Press:

3rd brigade is pursuing the EVIL Presidential Guards back to their lair even after being shelled by the navy who must be under a delusional drug for still supporting the corrupt and EVIL *El Presidente*.

Due next: Rest of Coup, etc.

Coup: (* has first fire)

Martini (Rebel): 6A @ Cathedral, Paratroopers @ Base, 1 Airstrike

Hat (1st Rebel): 3A @ Presidential Palace

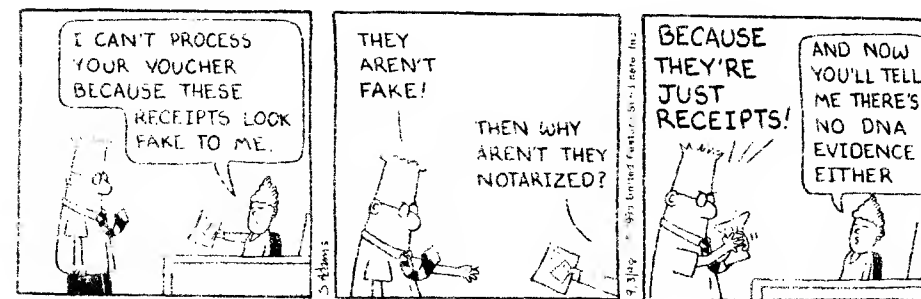
Shades (El Presidente): 3A @ Presidential Palace

Stickpin (Loyal): 3A @ Market, 1 Cop in each Precinct, Marines @ S River Suburb

Brother-in-Law: Gunboat @ River

8 2 dice per defender in the Palace

You have _ MP in hand and _ MP in the Bank.





MEMORY IS FICKLE OR 9a-b

MiF

PLAYER STATUS: (*Prez) (#) = certs (max 16)

Frueh: S179, 6* B&M, 5* C&O, 2 NYNH&H, 1 Erie, 1 NYC (12+1)
Hanna: S744, 6* NYNH&H, 8* Erie, 3 NYC, 2 C&O, 1 B&M, 2 CP, 2 B&O, 3 PRR (15+10)
Bailey: S437, 6* NYC, 6* CP, 1 NYNH&H, 1 PRR 2 B&O, 2 B&M, 1C&O (16+1) <PRIORITY>
Zieske: S304, 6* B&O, 6* PRR, 1 NYNH&H, 2 CP, 1 Erie, 2 C&O, 1 B&M (11+6)

CORPORATE STATUS:

Corp	Prez	Price	Pool	Cash	Train	Tokens
NYC	CB	C170	0	86	6	E19, H16, F16, 1
B&O	PZ	D110	0	1	5	I15, H10, 1
C&O	MF	E100	0	1	5	F6, 2
CP	CB	A100	0	27	6	A19, F16, 2
NYNH&H	CH	E82	0	21	D	G19N, F22
B&M	MF	G67	0	0	D	E21, F22
PRR	PZ	I60y	0	0	D	H12, H18W, H10, 1
Erie	CH	F50y	0	18	5	E11N, 2

OR 9a (concluded):

B&M: Lay #46(sw) in F12. Run E23-F24-F22-F20-G19n-G17-H16-I15 (\$300), payout to (MF +\$180, CB +\$60, CH & PZ +\$30). Price to G69.
PRR: Lays #15(w) in H4. Runs F16-G17-G19s-H18-H16-H12-H10-E11-F10-G7-F6 (\$360). Pays \$36/share (PZ+\$216, CH+\$108, CB+\$36). Stock to H67.
Erie: Lay tile #7(e) in D8. Run D10-D10-E11-H16-I15 (\$250). Pay (CH +\$200, MF & PZ +\$25). Price to F58y.

OR 9b:

NYC: Lay tile 47(se) in G15. Run I15-H16-F16-G17-G19s-H18 (\$280). Pay divs (CB +\$168, CH +\$84, MF +\$28). Price to C185.
B&O: Lay tile 8(ne) in G3. Run H18-H16-I15-H10-E11 (\$230). Pay dividends (PZ +\$138, CH & CB +\$46). Price to D120.
C&O:

PLAYER STATUS: (*Prez) (#) = certs (max 16)

Frueh: S412, 6* B&M, 5* C&O, 2 NYNH&H, 1 Erie, 1 NYC (12+1)
Hanna: S1212, 6* NYNH&H, 8* Erie, 3 NYC, 2 C&O, 1 B&M, 2 CP, 2 B&O, 3 PRR (15+10)
Bailey: S747, 6* NYC, 6* CP, 1 NYNH&H, 1 PRR 2 B&O, 2 B&M, 1C&O (16+1) <PRIORITY>
Zieske: S713, 6* B&O, 6* PRR, 1 NYNH&H, 2 CP, 1 Erie, 2 C&O, 1 B&M (11+6)

CORPORATE STATUS:

Corp	Prez	Price	Pool	Cash	Train	Tokens
NYC	CB	C185	0	86	6	E19, H16, F16, 1
B&O	PZ	D120	0	1	5	I15, H10, 1
C&O	MF	E100	0	1	5	F6, 2
CP	CB	A100	0	27	6	A19, F16, 2
NYNH&H	CH	E82	0	21	D	G19N, F22
B&M	MF	G69	0	0	D	E21, F22
PRR	PZ	H67	0	0	D	H12, H18W, H10, 1
Erie	CH	F58y	0	18	5	E11N, 2

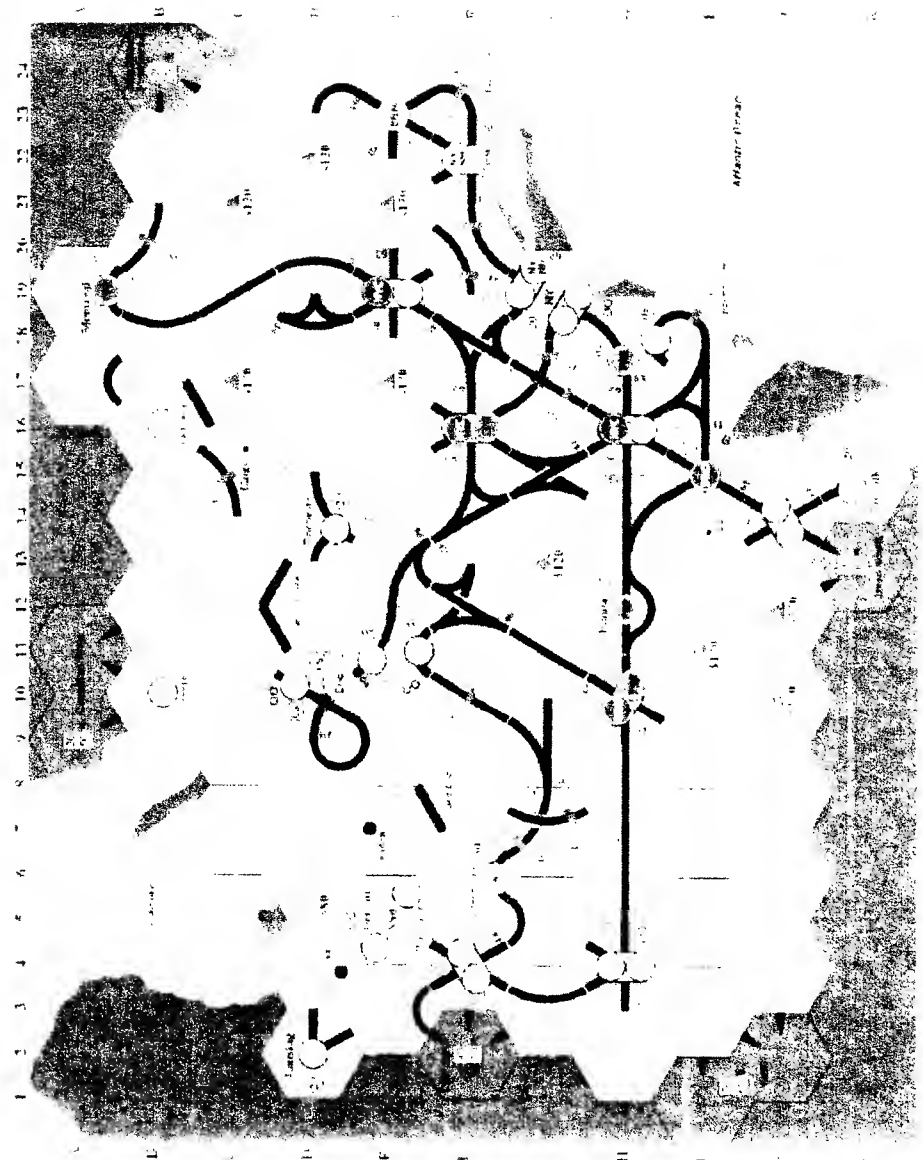
Bank has \$8,762.

AVAILABLE TRAINS: DDD

AVAILABLE TILES:

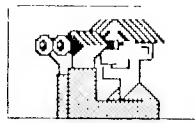
Yellow: #2(1), #3(2), #4(1), #7(1), #8(4), #9(3), #55(1), #57(4), #58(1)
Green: #16(1), #18(1), #19(1), #20(1), #23(2), #24(2), #25(1), #26(1), #27(1), #28(1), #29(0), #59(2)
Brown: #40(1), #41(1), #42(1), #43(2), #44(1), #45(1), #46(1), #66(1), #68(1), #70(1)

Transcript and current map are on the website.





"ARTEMIS GORDON" OR 8b



PLAYER STATUS: *Indicates Presidency (certs)

Bailey: S2674, 8* SLSF, 2 IC, 2 GM&O, 1 MP, 1 SP, 1 KATY, 1 AT&SF (13+2) <Priority>
Hanna: S3376, 7* IC, 6* MP, 1 KATY, 1 SSW, 1 GM&O, 2 FW, 2 AT&SF, 1 TP, 2 SP (13+8)
Martin: S2414, 7* GMO, 6* SP, 1 KATY, 2 SSW, 1 MP, 1 TP (13+3)
Zieske: S2703, 6* KATY, 6* AT&SF, 1 IC, 1 FW, 1 SSW, 1 MP, 2 TP (9+7)
Frueh: S2753, 6* SSW, 6* FW, 6* TP, 1 MP, 1 SP, 1 KATY, 1 AT&SF (12+7)

CORPORATE STATUS:

Corp	Prez	Price	Par	IO	Pool	Hld	Cash	Dist	Train	Tokens
KATY	PZ	A400a	180	0	0	0	272	Y	-6	B11,B9,E12,N1*
SLSF	CB	A400b	100	0	0	2	84	Y	-8	E12,B11,J5,M22*
IC	CH	A375	68	0	0	0	0	Y	-8	K16,C18,A22*
FW	MF	B200	100	0	0	1	29	Y	-6	J3,H13,A2*
TP	MF	B180	90	0	0	0	5	Y	-10	J5,I,N17*
GM&O	BM	C120	68	0	0	0	1	Y	-6	M20,K16,C18*
SP	BM	C82	72	0	0	0	89	Y	-10	N1,H17,I,N17*
AT&SF	PZ	B72	82	0	0	0	4	Y	-12	B9,J3,I,N1*
SSW	MF	D68	82	0	0	0	1	Y	-8	H17,J3*,H13
MP	CH	D6+y	76	0	0	0	0	Y	-12	C18,B11,I,J5*

OR 8b (continued)

FW: No tile play. Run A2*-D5-F5-J3-H13-C18 (\$310). Pay divs (MF +\$186, CH +\$62, PZ & FWD +\$31), price to B225.

TP: No tile play. Run N17*-M20-M14-L11-M6-M2-K4-J5-F5-B11 (\$420). payout \$42/share divs - (MF +\$252, PZ+\$84, CH & BM +\$42), price to B200.

GM&O:

PLAYER STATUS: *Indicates Presidency (certs)

Bailey: S2674, 8* SLSF, 2 IC, 2 GM&O, 1 MP, 1 SP, 1 KATY, 1 AT&SF (13+2) <Priority>
Hanna: S3480, 7* IC, 6* MP, 1 KATY, 1 SSW, 1 GM&O, 2 FW, 2 AT&SF, 1 TP, 2 SP (13+8)
Martin: S2456, 7* GMO, 6* SP, 1 KATY, 2 SSW, 1 MP, 1 TP (13+3)
Zieske: S2828, 6* KATY, 6* AT&SF, 1 IC, 1 FW, 1 SSW, 1 MP, 2 TP (9+7)
Frueh: S3191, 6* SSW, 6* FW, 6* TP, 1 MP, 1 SP, 1 KATY, 1 AT&SF (12+7)

CORPORATE STATUS:

Corp	Prez	Price	Par	IO	Pool	Hld	Cash	Dist	Train	Tokens
KATY	PZ	A400a	180	0	0	0	272	Y	-6	B11,B9,E12,N1*
SLSF	CB	A400b	100	0	0	2	84	Y	-8	E12,B11,J5,M22*
IC	CH	A375	68	0	0	0	0	Y	-8	K16,C18,A22*
FW	MF	B225	100	0	0	1	29	Y	-6	J3,H13,A2*
TP	MF	B200	90	0	0	0	5	Y	-10	J5,I,N17*
GM&O	BM	C120	68	0	0	0	1	Y	-6	M20,K16,C18*
SP	BM	C82	72	0	0	0	89	Y	-10	N1,H17,I,N17*
AT&SF	PZ	B72	82	0	0	0	4	Y	-12	B9,J3,I,N1*
SSW	MF	D68	82	0	0	0	1	Y	-8	H17,J3*,H13
MP	CH	D6+y	76	0	0	0	0	Y	-12	C18,B11,I,J5*

Bank is busted. The game is over after OR 8c.

Available Trains: 12 ...

Available Tiles:

Yellow: 1(1), 2(1), 3(2), 4(1), 5(2), 6(2), 7(8), 8(1), 9(7), 55(1), 56(1), 57(5), 58(3), 69(1)
Green: 14(0), 15(0), 16(2), 17(2), 18(2), 19(1), 20(2), 23(1), 24(0), 25(0), 26(2), 27(2), 28(1), 29(1), 141(2), 142(1), 143(1), 144(1)
Brown: 39(1), 40(2), 41(2), 42(1), 44(1), 45(1), 46(1), 70(2), 145(1), 146(2), 147(1), 170(1)

DUNE House Rules

1. All standard rules as published by The Avalon Hill Game Company © 1979 will be used, except as modified by the pbm system (see T. Swider, "Arrakis by Airmail: PBM DUNE") and these house rules. Advanced and optional rules will be used, except for Rule XVIII. A solo victory is three strongholds, a two- or three-player alliance needs four strongholds to win, and larger alliances require all five strongholds to win.

2. Players may assume the Bene Tleilaxu (BT), Ix, and Lansraad as well as the original six factions. Rules peculiar to them can be found on the website.

3. If all players agree, the SPICE HARVEST and/or THE DUEL modules can be incorporated, although we'll need to develop postal rules for them to do so.

4. **EXTRA CARDS:** If there are seven players, the treachery cards from the SPICE HARVEST module will be added to the deck. If there are eight players, the treachery cards from THE DUEL module will also be added to the deck. If there are nine players, the treachery cards from the "Grand Dune" variant will be added to the deck.

5. NMRs will be handled as described by Swider.

6. The GM will maintain a game transcript on the website to both provide a game history for possible standby players and to aid in error catching/rectification.

DUNE PBM System, Pt 1

Pre-game Activities

The GM will present final starting positions and faction assignments (taking the players' preference lists into account), the board position, adjudicate all players' orders, maintain the Spice and Treachery decks and record or disseminate any Private Information (for example, the cards held by each player, movement of Storms, Bene Gesserit Prediction, etc.). The GM will also act as final arbitrator for all arguments and rules interpretations.

Players submit the following when starting the game: 1) a preference list (a listing of all factions in the order the player would prefer to play them), 2) initial placement positions for the Fremen and Bene Gesserit tokens (in case he is assigned either of these to play), 3) a prediction for the Bene Gesserit (in case he is called upon to take that role). After the GM has received all this information, he will issue the faction assignments. Each should receive the following information:

- 1) Four leaders to choose among as traitors;
- 2) Starting locations for Bene Gesserit and Fremen tokens;
- 3) Storm location;
- 4) Spice Locations;
- 5) Treachery cards dealt to the individual.

In addition, the Fremen player is secretly informed of the Turn 2 storm movement and the Atreides player is secretly informed of the types of Treachery Card cards up for bid (but not necessarily in the correct order) and the location of the Turn 2 spice blow.

With his first set of orders, each player must inform the GM which of the leaders he drew will be in his pay. If any player should fail to do so, the GM will select one randomly amongst those leaders not in his faction and inform him of the fact.

The GM will also assign a deadline date by which time all players must have their orders for Turn 1 on file with the GM: failure to do so results in loss of a turn (all units of the offender remaining in place)-there are special rules for failure to submit a battleplan in the section on combat below. Between the time the players receive the notice from the GM and the deadline, they are free to negotiate with their fellows.

Orders

When movement orders are due, the players should send the GM the following information:

- 1) Treachery card bids;
- 2) Revival, shipping and movement orders, and
- 3) the play of non-combat Treachery cards.

Further, the Bene Gesserit player should specify where she is hostile and where willing to send advisors should the opportunity arise.



WIZARD'S QUEST

01

Turn 2

The Cast: (and table order)

Yellow: Alan Bargender
Blue: Debbie Anderson
Green: Bill Lenoir

Purple: Greg Crowe
Red: Ron Fisher

Turn 2 (concluded)

PLAYERS: Turn order is Y > Y > P > B > R

Yellow gets 4 men, petitions the Wizard and loses the 4 men. Attacks Dewbury (3Y,S) vs Hidden Hollow (2X) (3:6, 2 orcs dispersed to Dread Moor), advances Sorcerer and 2 men.

Purple gets 4 men, petitions the Wizard, places 4 in Castle 5, transports the Hero to Castle 5, attacks the Dragon (3:4, dragon slain) loses 4 men, advances Hero and 1 man into Pembroke, and places 2 men in Castle 5, and 4 in Pembroke.

Blue gets 4 men, petitions the Wizard and loses them all. Attacks Melting Sands from Gaudy Greene (3:2, -1 orc), and advance 5 men and the Hero.

Red gets 5 men, petitions the Wizard, plays card for 2 men and an extra attack. Places 1 in Castle #8, and 6 in Marls Gate. Attacks Maplevale w/ Sorcerer & 7 men (4:4, disperses orc to Spruceton), advances all but 1 to Maplevale then attacks S Hemp w/ Sorcerer & 6 men (5:6, disperses 1 Blue to Cattle Meade), advances one man & captures Crown. Places men at Castle #8, Earthen Pass, and Bentwood.

BOARD:

I: 1(1G,BT), 2(1Y,RT), 3(2Y,S), 4(5B,H), 5(5Y), 6(1X,PT).

II: 1(1G), 2(3X), 3(1X), 4(1B), 5(3Y), 6(1X).

III: 1(1X), 2(1R), 3(1R,S), 4(5P,H), 5(1X), 6(1R,RT).

IV: 1(2B), 2(4X), 3(2B,YT), 4(3P), 5(2X), 6(5R,BT,H,W).

V: 1(2X), 2(1X,GT), 3(-), 4(2R), 5(3X), 6(2R,PT).

VI: 1(1X), 2(1G), 3(3X), 4(10G,H), 5(1X), 6(1R,YT).

Castles: 1(3X,BT), 2(3Y,PT), 3(1X,RT), 4(4X,YT), 5(4P), 6(3B,GT,S), 7(7G,S), 8(7R)

Cards:

Y: 1 P: 1 boat B: 0 R: 0 G: 1

Turn 3

ORCS: Orcs multiply in Regions 2 (four times) and 5. Portston Moor, Spruceton, Fingel, Castleton, and Castle 1 get 1 orc; Sheep Meade, Orc Hill, and Castle 3 get 3 orcs each. There are 6 frenzies.

Portston Moor (4X) vs Heatherlawn (1G): 2:1 = -1X, -1G, 1 orc advances.

Portston Moor (2X) vs Haven (1G): 6:4 = -1X.

Sheep Meade (4X) vs Haven (1G): 2:3 = -1G, 1 orc advances.

Sheep Meade (3X) vs Gaudy Green (1B): 2:2 = -1B, 1 orc advances.

Orc Hill (4X) vs Oxleaf (3Y): 1:2, 5:1 = -3X, -1Y.

Dread Moor (4X) vs Castle 6 (3B,S): 3:6 = -3B, -4X.

Castleton (4X) vs Castle 7 (7G,S): 1:1, 4:2 = -1G, 3X.

Castle 1 (4X) vs Lair of the Lizard (1G): 3:2 = -1G, 1 orc advances.

Castle 1 (3X) vs Hidden Hollow (2Y,S): 5:2 = -2X.

Orcs occupy vacant Castle 1, Dread Moor, Sunken Dale, and Castleton.

DRAGON: Reappears at H Hemp (3,5,4) gobbling 1 orc, at Sunken Dale (5,3,2) gobbling 1 orc, at Haven (6,2,2) gobbling 1 orc, at Sunken Dale again (5,3,3), at Moss Glen (3,1,6) gobbling 1 orc, and at S Hemp (3,6,4), gobbling 1 Red.

WIZARD: Moves to Haven (6,2) and prospers no one.

PLAYERS: Turn order is Y > P > B > R > G

Yellow gets four men, petitions the Wizard, gets one man and boat privilege, places all in Hidden Hollow (7Y,S), attacks Spruceton (3X) (3:4 dispersing 2 orcs to Sadbury and 1 to Castleton), loses 4 men, and advances 2 men and Sorcerer into Spruceton.

Purple gets four men, petitions the Wizard, gets 1 man and extra attacking campaign, places Sorcerer in Radner Fen, 3:5 in Pembroke. Swap Hero and Sorcerer, draw 2 men from Castle 5 into Pembroke (10P,S) vs Marls Gate (1R) (4:5), dispersing 1 Red to Fernham. Move all but 1 into Marls Gate. Attack Marls Gate (9Y,S) to Earthen Pass (2R) (4:5), dispersing 2R to Fernham. Advance 1 man to claim Ring. Draws Card and ends turn.

Blue gets 4 men, petitions the Wizard, plays an extra attack campaign, places 2 men in Castle 6

and 2 men in Melting Sands. Attack from Melting Sands (7B,H) to Dewbury (1Y) (5:6 -1Y). Advance all but 1 man, attack (6B,H) vs Lair of Lizard (1X) (3:3) advancing all but 1, captures Chest (+4B)

BOARD:

I: 1(9B,H), 2(1B,RT), 3(1Y), 4(7B,H), 5(5Y), 6(1X,PT).

II: 1(1X), 2(1X), 3(2X), 4(1X), 5(2Y), 6(1X).

III: 1(-), 2(8P,S), 3(5R,S), 4(5P,H), 5(-), 6(D).

IV: 1(2B), 2(1X), 3(2B,YT), 4(3P,H), 5(4X), 6(8R,BT,H).

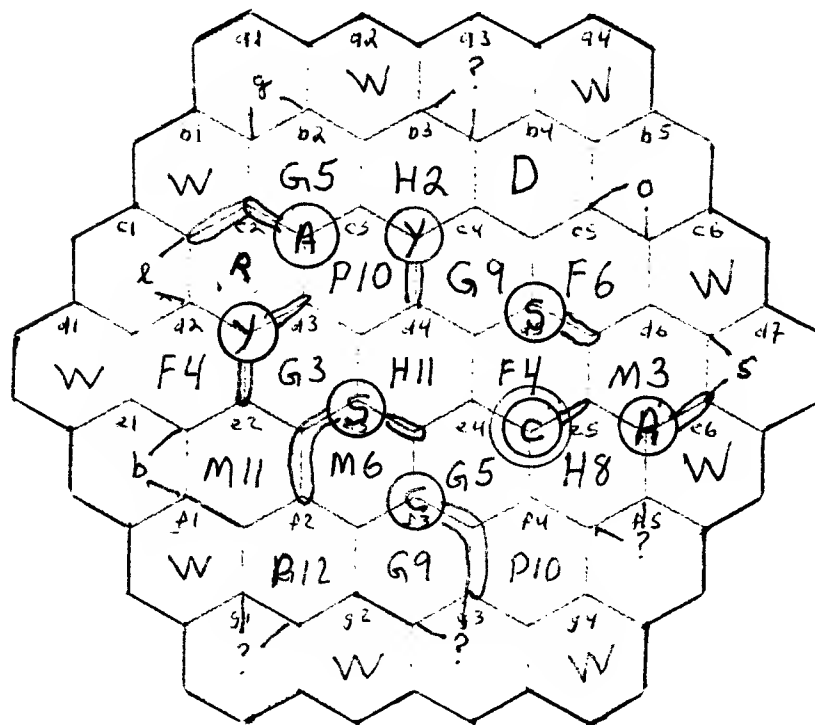
V: 1(2Y,S), 2(2X,GT), 3(-), 4(2R), 5(2X), 6(1P).

VI: 1(1X), 2(W), 3(3X), 4(10G,H), 5(1X), 6(1R,YT).

Castles: 1(1X,BT), 2(3Y,PT), 3(4X,RT), 4(4X,YT), 5(1P), 6(2B,S,GT), 7(6G,S), 8(7R)

Legend: Roman numeral = Region, #() = territory, B = Blue, D = Dragon, G = Green, H = Hero, P = Purple, R = Red, S = Sorcerer, T = Treasure, W = Wizard, X = orcs, Y = Yellow

Game transcript and current map are on the website.





The Cast

Andy York (Red)
Mike Scott (Purple)

Rick Copeland (Blue)
Deb Anderson (Gold)

Turns 2-1 to 4-1

Y: Roll = 2. Y collects 1 ore @ c2. No trade. Build road @ d2/d3 (-bl).

C: Roll = 6. S collects 1 lumber @ c5; S & C collect 1 ore at e3. No trade.

S: Roll = 9. Y & S collect grain @ c4; C collects grain @ f3. No trade. Build road @ d3/e3 (-bl) and buy Card _____ (-gos).

A: Roll = 7: Move Robber to c5 and steal grain from S. No trade.

Y: Roll = 6. S & C collect 1 ore @ e3. No trade.

C: Roll = 5. A collects ore @ d6. C collects 2 grain @ e4. Trade grain to D for brick then builds City at d5/e4/e5 (-ggooo, +1 VP).

S: Plays Knight, moves Robber @ c5 to c2, and steals ore from A. Roll = 4. Y collects 1 lumber @ d2.

C collects 2 lumber and S 1 lumber @ d5. Trade ore to Y for brick. Build road @ e2/e3 (-bl).

A: Roll = 8. C collects 2 brick and A 1 brick @ e5. No trade.

Y: Roll = 4. Y collects 1 lumber @ d2. C collects 2 lumber and S 1 lumber @ d5. Trade?

Assets: (the Robber is at c2)

	brick	grain	lumber	ore	sheep	Knights	cards	VP	other
Y	0	2	2	1	1	0	0	2	--
C	3	0	4	0	0	0	0	3	--
S	1	2	2	1	0	0	1	2	--
A	1	2	0	2	0	0	0	2	--

Y: Settlements: c2/d2/d3, b3/c3/c4
Roads: c2/d3, c3/c4, d2/d3

C: City: d5/e4/e5
Settlements: e3/e4/f3
Roads: d5/e5, e4/f3, f3/f4

S: Settlements: c4/c5/d5, d3/d4/e3

A: Settlements: b2/c2/c3, d6/e5/e6

GAME OPENINGS ELSEWHERE

BLUT UND EISEN (Tom Butcher): Openings in 1826, AFTER THE HOLOCAUST, 18EU, 1856, 1835 and whatever you may want to GM. Sub fee: 90¢ to \$1.20 an issue depending on size. Last issue received: #116, deadline 4 Sep 06.

CHEESECAKE (Andy Lischett): DIPLOMACY. No game or sub fee. Last issue received: #266, 14 Aug 06, deadline 20 Sep 06.

GRAUSTARK (John Boardman): Standby players for DIPLOMACY wanted. Game fee/sub for starting players \$35 for duration of the game or \$15 for 10 issues. Last issue found: #775, 6 May 05, deadline 2 Jun 06.

S.O.B. (Chris Hassler): Openings in DUNE, HISTORY OF THE WORLD, KREMLIN, MACHIAVELLI, SEAFARERS OF CATAN, SILVERTON, and AGE OF RENAISSANCE. Sub fee: \$2/issue. Last issue received: #128, Jun/Jul 2006, deadline 12 Sep 06. See <http://home.adelphia.net/~chassler>

WESTERN FRONT (Brad Martin): Openings in ACQUIRE, BRITANNIA, DARK CONTINENT, DIPLOMACY (No-Press Gunboat), EMPIRE BUILDER/EURORAILS, EMPIRES OF THE MIDDLE AGES, FAIR MEANS OR FOUL, HACIENDA, LORDS OF THE SIERRA MADRE, MACHIAVELLI, MONTGOLFIERE, PAX BRITANNICA, PRINCES OF FLORENCE, PUERTO RICO, RAILWAY RIVALS, REPUBLIC OF ROME, RUSSIAN CIVIL WAR, SETTLERS OF CATAN, SHANGHAI TRADER, TIKAL. Sub fee: free. Last issue received Sep 06, #82, deadline 16 Jul 06. See



TURN 4

Governor Martin chooses chooses Trader (+3d), sells Corn (+1d). Butitta sells 1 indigo for 2d.

Butitta chooses Prospector (+3d).

York chooses Captain (+1d) and loads 3 indigo on 6-ship (+4 VP). Fisher loads 1 corn (+1 VP).

Fisher chooses Settler picks Quarry(x), Martin picks Indigo, Butitta picks Coffee, and York takes Tobacco. Two Sugar are discarded and five new plantations are revealed. Builder, Craftsman, and Mayor receive 1d.

Martin: Gov. Trader. Sm Warehouse(_), Corn(x), Sugar(x), Sugar(_), Quarry(x), Indigo(_), 5d, 2 VP.

Butitta: Prospector. Sm Market(x), Sm Indigo(x), Indigo(x), 2xCoffee(_), Quarry(_), Corn(_), 7d.

York: Captain. Sm Indigo(x), L Indigo(_x), 2xindigo(x), Indigo(_), Corn(_), Tobacco(_), 1d, 6 VP.

Fisher: Settler. Sm Market(x), Hospice(x), Corn(x), 2xQuarry(x), 2xTobacco(_), 1d, 2 VP

AVAILABLE BUILDINGS: All but Sm Market

AVAILABLE PLANTATIONS: Quarry(x4), Corn(x2), Indigo(x2), Tobacco

AVAILABLE ROLES: Builder(1d), Craftsman(1d), Mayor(1d)

COLONY SHIP: 4 colonists

SHIPS: 5-ship (3 corn), 6-ship (5 indigo), 7-ship

STOCK: 95 VP, 59 colonists, 9 coffee, 6 corn, 6 indigo, 11 sugar, 9 tobacco

TRADING HOUSE: corn, indigo.

TURN 5

Governor Butitta chooses Mayor and places colonists on Quarry and Corn. York places on Corn. Fisher places on Tobacco. Martin places on S Warehouse. Ship receives 4 colonists.

York chooses Builder (+1d) and builds Sm Warehouse (-2d, 1 cr). Fisher builds Sm Indigo (1 cr). Martin builds Sm Indigo (1 cr). Butitta builds Coffee Roaster (-5d, 1 cr).

Fisher chooses Fisher chooses Settler and picks Quarry(x). Martin picks Corn. Butitta picks York picks

Butitta: Gov, Mayor. Sm Market(x), Sm Indigo(x), C Roaster(_), Indigo(x), 2xCoffee(_), Quarry(x), Corn(x), 3d.

York: Builder. Sm Indigo(x), L Indigo(_x), Sm Warehouse(_), 2xIndigo(x), Indigo(_), Corn(x), Tobacco(_), 0d, 6 VP.

Fisher: Settler. Sm Market(x), Hospice(x), Sm Indigo(_), Corn(x), 3xQuarry(x), Tobacco(x), Tobacco(_), 1d, 2 VP.

Martin: Sm Warehouse(x), Sm Indigo(_), Corn(x), Sugar(x), Sugar(_), Quarry(x), Indigo(_), Corn(_), 5d, 2 VP.

AVAILABLE BUILDINGS: All but Sm Indigo, Sm Market, Sm Warehouse.

AVAILABLE PLANTATIONS: Quarry(x3), Corn, Indigo(x2), Tobacco

AVAILABLE ROLES: Captain, Craftsman(1d), Prospector, Trader

COLONY SHIP: 4 colonists

SHIPS: 5-ship (3 corn), 6-ship (5 indigo), 7-ship

STOCK: 95 VP, 53 colonists, 9 coffee, 6 corn, 6 indigo, 11 sugar, 9 tobacco

TRADING HOUSE: corn, indigo.

ON DECK



1835: Hanna, Zieske
1856: Hanna, Frueh, Zieske
AGE OF RENAISSANCE: Copeland
BALKAN WARS: K Wilson, Dave A
BRITANNIA: Zieske, Copeland, Dave A (need 1 more)
COLONIAL DIP: Buchdorf (need 6 more)
DUNE: K Wilson, Martin, Dave A, Nichols (like 1-4 more)
GUNSLINGER: Scott, Fowle, R Fisher; need 4 or 5 more
HISTORY OF THE WORLD I: Zodda, Dave A (need 4-5 more)
KREMLIN: Nichols, Martin
LIFT-OFF! York, Dave Anderson
MACHIAVELLI: Nichols, Dave A, (need 2-6 more)
MAGIC REALM: Butitta, Deb A (need 4-8 more)
MERCHANT OF VENUS: R Fisher, Deb A, Dowrey (need 1-3 more)
PUERTO RICO: Bill Salvatore
RUSSIAN CIVIL WAR: Scott, Martin
SAMURAI (AH): Copeland
SILVERTON: Zieske, Deb A, Nichols (need 1-3 more)

OTHER POSSIBILITIES: 1829 (N OR S), 4000 AD, AIR BARON, ATTIKA, CIRCUS IMPERIUM, CIRCUS MINIMUS, DOWN WITH THE KING, EVO, GODSFIRE, KAMAKURA, KREMLIN, MONSTERS RAVAGE AMERICA, PLANET MINERS, SAMURAI, STELLAR CONQUEST, TITAN.

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 DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 6 Oct 06

The Bottom Line

This is **BORIS THE SPIDER**, a 'zine dedicated to the play of multiplayer games. BORIS is usually published following the first Friday of the month by Paul Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$11.50 for 12 issues in hardcopy in the US. A hardcopy sub will also include an e-mail sub. Make checks payable to "Paul Bolduc". BORIS can be reached at (850) 863-9081, or prbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, hockey, or college football, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage). Visit the BORIS Website at:

<http://hometown.aol.com/prbolduc/boris/borishome.htm>



Source of the Nile

Turn 53



The Cast:

Brad Martin
 Andrew York

Jason Bargender
 Don Chinnery

D&D Anderson

Published: DD12 (lake, +79 acres), DD11 (lake, +75 acres), CC11 (lake, +88 acres), AA13 (veldt, river from 1 and 4 to 2), Z14 (veldt, river from 5 to 4, cataract, waterfall is 350 feet), Z13 (veldt, river from 1 to 2), G3 (jungle, river from 1 to 5), F3 (jungle, river from 1 and 3 to 4), E4 (jungle, river from 3 to 6 and 6 to 4), D3 (lake +38 acres), G4 (jungle, river starts and runs to 6), G24 (jungle, river from 3 to 6), H24 (swamp), G22 (mountain, river begins and extends to 4), H21 (desert, river from 1 to 3, oasis), I22 (veldt, river from 6 to 3), J19 (swamp), J18 (veldt), K18 (veldt), P2 (swamp), O4 (lake, +21 acres), N4 (lake, +33 acres), FF8 (mountain, river from 6 to 5, cataract), FF7 (jungle/swamp), EE8 (jungle/swamp), EE9 (mountain, river from 3 to 1, 65 foot waterfall), DD8 (jungle/swamp), GG5 (veldt, river to 1), FF5 (veldt, river from 4 to 1), EE6 (desert, river from 4 to 1), DD6 (veldt, river from 4 to 2, 85 ft waterfall), DD7 (jungle/swamp), CC6 (veldt), BB6 (veldt, river to 5), BB5 (mountain, river from 2 to 4 and 5), CC4 (desert, river to 4), DD3 (swamp), CC5 (desert), DD10 (lake, +32 acres), DD9 (lake, +56 acres), CC10 (veldt), CC9 (jungle, river begins and flows to 1), BB10 (jungle, river from 4 to 1), AA11 (jungle, river from 4 to 1), AA12 (veldt), Z12 (veldt, river 4 to 5), CC12 (lake), F4 (veldt, river 3 to 5), G5 (swamp), F5 (desert, river to 4), U3 (jungle), U4 (veldt), V5 (jungle, river from 1 to 3), W6 (jungle, river from 6 to 2), V6 (jungle), U6 (jungle, river from 5 to 1), U7 (jungle, river to 3), H19 (swamp), F22 (desert, oasis).

PRESS:

Dear Horis,

They say the grass is always greener on the other side. Well, they're wrong!!! I was standing on one side of the veldt and Englantine was on the other side and it was equally green on both sides. In fact one of our bearers got green too and purple and several other shades of color before he passed on. I hope all is well with you. Emellous

Positions still available for fearless explorers. Contact Alan Bargender if interested.

STELLAR CONQUEST

Kurzon Dax: Still awaiting orders for Turn 40 combat and production and movement Turns 41-44 movement. Game ends after Turn 44 combat.